



# FACT SHEET



JNTF FACT SHEET 99-004

## *JNTF Command & Control Simulation*

### MISSION

JNTF Command and Control simulations are conducted to allow U.S. joint or combined U.S. and allied military forces to examine a range of air and missile defense CONOPS, C<sup>2</sup>, and human-in-control issues in a low risk, cost effective, simulation environment.

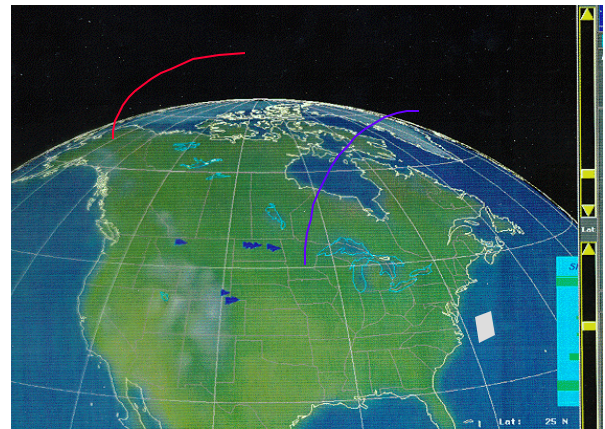
### WHERE WE FIT IN

JNTF simulations encompass flexible facilities and a set of resident or distributed simulation tools that can replicate many elements of the warfighter's C<sup>2</sup> environment, using government approved threat scenarios. These simulations are tailored to suit each customer's requirements and are specifically designed to allow operational "players" to respond to threats through a *real-time, interactive* simulation tool set, with supporting communications. The tool set reacts to player decisions and actions; thus enabling players to affect the outcome of a pre-scripted threat.

### CAPABILITIES

The JNTF, in conjunction with numerous, worldwide, remote simulation nodes can, if desired, create representations of current or future system architectures, using approved system models and C<sup>2</sup> structures, that enable players to perform simulated,

real-time mission operations. Actual operational systems can also be linked with a simulation, providing players familiar interfaces to the simulated conflict. Conducting a C<sup>2</sup> simulation makes it possible to examine expected human behavior under real-time threat conditions.



### SIMULATION FORMATS

Simulations are usually tailored to meet the end user's needs. For example, a simulation could include a pre-scripted set of scenarios based upon an approved threat. This is commonly known as a "Wargame". In other cases, the customer may desire some flexibility in how it examines certain objectives. If so, a "Workshop" format, which allows elements of the simulation to be adjusted based on the outcome of individual scenarios, might be more useful. Finally, the JNTF hosts seminars and tabletop exercises in preparation for future simulations that allow the participants to examine key issues in an academic environment. Lessons learned from lower level activities can then be incorporated and examined more closely in real-time, C<sup>2</sup> simulation, threat scenarios.

## ANALYSIS OF ISSUES

Through this process, it is possible to analyze the following types of issues ( $C^2$  simulations are not designed to examine system performance):

- Doctrine, operational requirements, concepts and plans, and rules of engagement
- Directives and guidelines for the  $C^2$  of combined forces under varying conditions.
- Factors affecting joint interoperability in an integrated systems environment
- Force and readiness management
- Intelligence information requirements, methods of use, and control.
- Processes that address foreign disclosure (access, and releasability).
- Tactics, techniques, and procedures (TT&P).
- Other factors that affect decision making and can impact planning and operations.

## FACILITIES

The JNTF is a re-configurable facility that can currently accommodate up to fifty player positions with physical separation, where required. The facility can also support multi-level security operations up to SCI, making it easier to conduct multinational wargames or to tailor positional displays that require multiple levels of security. Voice communications are accomplished using a computer programmable intercom system with nodes at each player position. This system can be configured to provide voice communications networks or point-to-point connections, as required. Workstation-based graphical planning software can also be provided to players for planning defenses in preparation for each scenario.

## THE WAY AHEAD

Wargame 2000, operational for NMD wargames and in development for TAMD applications, will enhance the JNTF simulation tool set with a more robust, dynamic capability enabling operators to set up and run simulations more rapidly and realistically. Wargame 2000 is an HLA-compliant simulation permitting applications involving both distributed and multi-tool games.

## AVAILABILITY

If you would like more information on the capabilities and successes of the JNTF Command and Control Simulations, please call:

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